Jheel Johari

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Professional Summary

Innovative and results-driven **Software Developer** with experience in mobile development using **Flutter**, **Java**, and **AWS**. Skilled in designing scalable architectures, intuitive UI/UX, and seamless integrations. Adaptable to fast-paced environments with a strong passion for **problem-solving**, **open-source**, and continuous learning.

Work Experience

Flutter Development Intern   *AcadQue Pvt. Ltd.*
Remote   4 months

- Contributed to a digital wellness app called *Feelgood* by enhancing the architecture with **MVVM** and optimizing the app's logic to improve performance. Developed interactive game modules such as **Chess** and **Tic Tac Toe**, ensured responsive UI across devices, and supported the app release process for the Play Store.

Java Backend Developer Intern   *Seequenze Pvt. Ltd.*
Remote   4 months

- Built backend services using **Spring Boot** to convert **Figma node JSON** into structured Flutter UI code. Developed logic for handling design node permutations, including nested structures and auto-layouts. Created a **golden testing pipeline** integrated with **Jenkins** and Discord, streamlining build validation and improving test automation.

Flutter Developer Intern   *Persistent Digital Commerce*
Remote   8 months

- Developed scalable features for a hyperlocal e-commerce platform across seller and delivery applications. Integrated cloud-based services such as **AWS EC2**, **Lambda**, and live location APIs. Collaborated with backend teams and followed clean architecture practices to deliver production-ready components.

Projects

ZEST – Movie Streaming App   *Flutter, MongoDB, TMDB API, Auth0*

- Developed a cross-platform application for discovering and browsing movies and TV shows using the **TMDB API**.

- Implemented user authentication with **Auth0**, added filtering by genre and language, and delivered an intuitive, responsive UI.

Pestopia – Deep Learning Pest Identifier   *Python, TensorFlow, MobileNet, ResNet, Kaggle*

- Designed and trained a deep learning model on the **Pestopia** dataset to classify pests and suggest relevant pesticides. Utilized **MobileNet**, **ResNet**, and a custom CNN, applying transfer learning to achieve high classification accuracy.

Education

B.Tech in Computer Science and Engineering   *VIT, Amaravati*
CGPA: **8.04/10**   *2022 – 2026*

Leadership and Achievements

- Finalist at the **GeeksforGeeks Hackathon**, contributing to the development of a pet adoption app using Flutter and Firebase.

- **Google Developer Group(GDG)** on campus, core member of the the **App and Web Development team**, organized and led tech talks on Flutter and AWS.

- Mentored juniors during **Android Study Jams**, guiding them on Git workflows and Firebase integration.

Technical and Non-Technical Skills

Languages: Dart, Java, Python
Frameworks: Flutter, Spring Boot
Cloud DevOps: AWS (EC2, S3, Lambda), Firebase, Jenkins
Databases: Firebase Firestore, MySQL
Tools: Git, Postman, Figma, CI/CD Pipelines, VS Code, IntelliJ IDEA
Others: REST APIs, OAuth2, Clean Architecture
Soft Skills: Time Management, Teamwork, Communication